

Commissioner for Patents

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IN THE SPECIFICATION

Page 11, line 12

Step 110 determines if filtering has been enabled or not. If so, a selected region is scaled using the 3D drawing engine texture mapper into the appropriate zoom buffer using filtering for each pixel (step 111). If filtering has not been enabled, a selected region is scaled using the 3D drawing engine texture mapper into the appropriate zoom buffer without any filtering. Once the zoom operation is enabled, the hotkey is also detected (step 100') to determine if the zoom operation should be disabled (step 113). Alternatively to using the 3D drawing engine 60, the backend scaler of CRTC2 12 can also be used to scale the zoomed window (see Figure 7 8). The CRTC2 12 is set to read from the location where the zoom window is located and the scaler is programmed to scale using the determined scale factor. The zoom window can be fetched directly from the main display buffer or the zoom window can be copied (blit) into another region in memory and the CRTC2 (12) can read from there (see Figure 8). In this case, the control of filtering and non-filtering, will depend on the filtering capabilities of the specific scaling unit used.